

B R O B D I N G N A G

 Brebdingnag #74 1966AQ (F'10) 1966AV (S'09) 4 November 1967

Game 1966AQ

Fall 1910

FRANCE & RUSSIA AGAIN TRADE GERMAN BASES ALL POWERS SUFFER DEFEATS

The moves:

RUSSIA (Reinsel): Fleet Barents Sea to Norwegian Sea. Fleet Denmark to North Sea. Fleet Helgoland Bight support fleet Denmark to North Sea. Army Serbia support army Trieste. Army Trieste support army Tyrolia. Army Tyrolia support army Silesia to Munich. Army St. Petersburg to Norway. Army Sweden support army St. Petersburg to Norway. Army Kiel to Ruhr. Army Berlin support army Silesia to Munich. Army Prussia support army Warsaw to Silesia. Army Silesia to Munich. Army Warsaw to Silesia. Army Galicia to Bohemia.

FRANCE (Thompson): Army Munich to Tyrolia. Army Marseilles to Piedmont. Fleet Tuscany to Tyrrhenian Sea. Fleet Western Mediterranean support fleet Tunis. Fleet Tunis support fleet Tuscany to Tyrrhenian Sea. Fleet Gulf of Lyon support fleet Tuscany to Tyrrhenian Sea. Army Belgium to Burgundy. Army Holland to Kiel. Army Ruhr support army Holland to Kiel. Fleet North Sea support fleet Skagerrak to Norway. Fleet Skagerrak to Norway.

TURKEY (Greene): Army Piedmont to Marseilles. Army Constantinople to Bulgaria. Army Venice to Tuscany. Fleet Rome support army Venice to Tuscany. Fleet Adriatic to Apulia. Fleet Ionian Sea support fleet Tyrrhenian Sea to Tunis. Fleet Tyrrhenian Sea to Tunis.

Underlined moves do not succeed. The Russian army in Kiel must retreat and has only Denmark open. The French army Munich is annihilated being dislodged and having no retreat available. The French Fleet North Sea must retreat; Holland, Belgium, the English Channel, London, Yorkshire, and Edinburgh are open to it. The Turkish fleet in the Tyrrhenian Sea must retreat and has only Naples open

As a result of these moves the belligerent powers control the supply centres listed below:

RUSSIA: 4 home, 3 Scandinavian, Berlin, Munich, 3 Austrian, Rumania, Serbia. 14 in all. No adjustment.

FRANCE: 3 home, 3 English, 2 Iberian, 2 Low Countries, Kiel, Tunis. 12 in all; may build two.

TURKEY: 3 home, Bulgaria, Greece, 3 Italian. 8 in all. May build one.

Any power with a retreat to make which fails to order it will have the dislodged force removed. In such a case it is entitled to an additional build. Deadline for retreat orders is Saturday, 18 November 1967. All players are requested to submit build orders at the same time, making them conditional on the retreats of the other powers.

Press Releases

Constantinople, 1 Sept. Sultan Abdul Osman III, known to many as "the Good", today granted independence to Palestine. The Sultan is experimenting to see how successful democracy will be and if it can be applied to other lands of the Empire.

Jaffa, 2 Sept. The Peeriest Party began operations today. Its hope is to elect Ben Peery as Prime Minister of Palestine. Peery is widely known for his cut throat tactics and is directly related to the Duke of Peery.

Lydda, 3 Sept. The Royalist-Republican party began operations hoping to achieve the election of Abdul Gamel Green in the next fall elections. Abdul Gamel Green is well known to the peasants as one of them. He will obviously strive to improve their lot and actively battle against Peeryism. Gamel hopes to visit Russia and the English government in exile in hope of getting grants of economic aid. Ben Peery has already denounced such action as upsetting the status-quo of the rich vs the poor in Palestine. Abdul Gamel wants to build hospitals for free service to the poor. Ben Peery has denounced this as also upsetting the status quo. Ben Peery is not well liked but has a lot of money to buy votes. Abdul Gamel is the Horatio Alger of the Middle East who wants to help his people.

Paris, 5 Sept. The Foreign Ministry today announced that it has offered a treaty to Russia. Russia to occupy and hold all the Russiae, Scandinavia, Germany, Austria, and the Balkans. France to hold and occupy, France, England, the Lowlands, Iberia, Africa and Italy. If Russia agrees to this France will withdraw from Germany and the Skagerrak. The North Sea, the Norwegian Sea and the Ruhr valley to remain unoccupied by either power.

Leghorn, 15 Nov. A great French naval victory saw the rout of a Turkish fleet. The genius of French planning overcame the superior force and superior position of the Turks. One French admiral commented: "Also we were helped by the stupidity of the Turkish Sultan."

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Game 1966AV

Spring 1909

BRITISH FLEET DEFEATED AT TARANTO
GERMAN COMMAND SILENT

ENGLAND (Wells): Fleet Belgium to Holland. Army London to Picardy.
Fleet English Channel convoy army London to Picardy.
Army Liverpool to Wales. Army Edinburgh to Belgium. Fleet North Sea
convoy army Edinburgh to Belgium. Army Sweden stand. Fleet Greece to
Aegean Sea. Fleet Bulgaria (south coast to Constantinople. Fleet Ionian
Sea support fleet Greece to Aegean Sea. Fleet Marseilles to Piedmont.
Fleet Tyrrhenian Sea to Rome. Fleet St. Petersburg (north coast)
stand.

RUSSIA (Zelazny): Army Moscow to St. Petersburg. Army Warsaw to Moscow.
Army Sevastopol to Armenia. Army Rumania to Bulgaria.
Army Budapest to Serbia. Fleet Aegean Sea support fleet Apulia to Ionian
Sea. Fleet Apulia to Ionian Sea.

GERMANY (Shagrin): No moves received. Armies Piedmont, Tyrolia, Vienna,
Munich, Denmark, Livonia, and fleet Baltic all stand.

ITALY (Francis): Army Trieste to Albania. Army Venice to Trieste.
Fleet Rome support fleet Naples. Fleet Naples
support RUSSIAN fleet Apulia to Ionian Sea.

Underlined moves do not succeed. The English fleet in the Ionian must retreat and has Tunis, Apulia, the Adriatic, and the Eastern Mediterranean open. Deadline for the retreat is Wednesday 22 November 1967. All players are requested to submit moves for Fall at the same time, making them conditional on the direction of the retreat.

There was some feeling in this game that the deadline should be lengthened slightly, although the sentiment was not unanimous. For the remainder of the game deadlines on Spring and Fall moves will be 18 days (17 if 18 would make the deadline fall on a Sunday or holiday). However, any Spring or Fall move which has been preceded by an adjustment move, or by a special retreat move, will have only 14 days allowed, as heretofore. At the end of the game the remaining players will be asked to state whether they found the new arrangement an improvement, or the reverse.

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MAGAZINE ADDRESSES

In #72 there was listed all Diplomacy magazines currently being published, as far as known here. Users of that list should note the following address changes.

ADAG. New address, Hal Naus, 681 "I" St., Space B-11, Chule Vista, Calif., 92010

Kalmar and Wild 'n Wooly. The last communication I had from Dan Brannan had return address, Apt. 2, 2324 North West Johnson St., Portland, Oregon, 97210. It is not known how permanent this address is. Included in the envelope was a list of address changes of Wild'n Wooly players. The Fairmont Avenue address for the Brannans, which was included in the list, was crossed out, but no firm new address was indicated.

Xenogogic. Present address, Larry Peery, 5834 Estelle St., San Diego, Calif., 92115, is still valid but it will soon change to 4567 Virginia Ave., San Diego, Calif., 92115.

While on the subject of addresses, if anyone knows the current correct address of James Goldman I would be glad to be informed of it.

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BROB's congratulations to one of its players, Charles Wells, on having won game 1965M. The first win, in a 7-man game for France, it is by no means Charles' first, but is his third. There is something about the air in Ohio, I guess.

Congratulations are due also to James Dygert on winning 1966M, playing England. Further details of these games will be found elsewhere in this issue.

House Rules.

In #72 a list of all Diplomacy 'zines, currently published, was given, this being done for the benefit of newcomers to postal Diplomacy, particularly those who responded to the recent Diplomacy Special of Strategy and Tactics. It will be realized that a game, such as Diplomacy, designed for over-the-board play, must be modified somewhat to adapt it to postal play. Such adaptations, necessary in all forms of postal play, are further influenced by the publishing schedule which the various editors find it possible to maintain.

Most magazines have published "house rules", statements of the procedures which they intend to follow in their games. Even for those which haven't, it is possible to infer their house-rules if they have published for any length of time. It is the purpose of this article to point out the main differences in procedures between the various magazines - that is, to give a brief summary of the house-rules, at least as far as major points are concerned.

Incidentally, a distinction should be made between "House-rules", properly so called, and interpretation of the rules of the rulebook. There are points which are omitted in the rulebook and others concerning which it is ambiguous. Such affect any game, postal or over-the-board. It is BROB's intention to go into these disagreements concerning the basic rules in a future issue; what we are here concerned with is merely the adaption of the basic game - whatever that may be - to postal play. Some 'zines, notably Graustark, have always kept the distinction clearly in mind - their "house rules" say nothing about the rules of the basic game; their interpretation of the latter being given quite separately. Others, however, publish "house-rules" which are a grand and glorious jumble of the two things. As will be seen, below, it is, in practice, impossible to keep the two things completely separate - some publishing practices stem from what the editor's view of what the basic game is. Places where we impinge a little on rule interpretation will be indicated.

Fees. #72, which listed the 'zines gave the usual game fee for most of them. These fees serve two purposes: 1. To help cover the cost of publishing the bulletin, and 2. To try to ensure that a player will not drop out after the second move, something which is less likely if he has paid good money to enter the game.

As will be seen by looking over the schedule of fees given in #72, they vary quite a bit, the lowest being \$2 and the highest \$6. It should, perhaps be pointed out that the fees never completely cover the publisher's cost to run the game; every Diplomacy publisher sinks money as well as time into his hobby. However, those who charge \$5 or \$6 are making a valiant effort to recover most of the major costs, such as those for postage and paper. Those who charge \$2 have frankly given up the idea of recovering their outlay and just charge a nominal fee to cover point 2 in the first paragraph, above.

Those who charge the higher fees invariably allow a discount on further games in the same magazine. This reduction is sometimes very

considerable. For instance, in Big Brother a second game costs half as much as a first one; and in Wild 'n Woolly and Kalmar additional games requested at the same time as the first one, only cost fifty cents. Those who charge nominal fees, on the other hand, usually give no reduction, the same \$2 fee applies for your tenth game as applies for your first.

There is also a difference in time of payment. Big Brother, Diplophobia and its sisters, and this magazine, demand the game fee with application to play. Graustark and Stab prefer it then but don't demand it. Most of the others only look for the game fee at the time of making the first move.

Deadline. The rulebook indicates that every move, spring or fall, is to have a period of negotiation allowed before it, but that there is to be no period of 'diplomacy' before retreats, or builds and removals. The recommended period is 15 minutes for discussion, although in actual play this is often cut down considerably and, on some moves, the 'diplomacy' period is dropped altogether when there is nothing to discuss. In postal play, it is absolutely necessary to allow sufficient time for news of the last move to reach all players and for them to reply. Ideally, there should also be enough time for one exchange of letters between any pair of players, but it can't be said that this ideal is always achieved. Some sort of compromise must be made between the demands of a game speedy enough to hold players' interest, and slow enough to allow negotiation. Except for purely local games, anything faster than two weeks between deadline has never been possible. Two magazines, Graustark and Big Brother, do maintain a rigid two-week deadline; their games consequently have a sense of urgency to them missing from more leisurely games. A number of others officially have a two-week deadline, but their schedule is not rigid and games drop slowly behind that speed; examples are Lonely Mountain and Broodingnag. A year or two ago Stab introduced a 3-week deadline to allow greater time for 'diplomacy'. Those who do much negotiating have generally regarded this as an improvement; however, it means that on the so-called 'winter' move, and at other times when the alliance pattern is steady and there is nothing to negotiate, there is an inevitable slump in interest. ADAG, Cerebral Nebula, Erehwon, and Xenogogio, among others, have followed Stab and use a schedule of about 3-weeks. On such a schedule it is sometimes possible to by-pass the build move altogether, handling it by letter, and so regaining a little of the lost time. ADAG, in particular, follows this procedure. A few 'zines, such as Marsovia, have highly erratic and individual schedules.

Many 'zines, by the way, will accept moves even after the official deadline, if the stencil with the moves has not yet been prepared. Some, though, notably Big Brother, will accept no moves after the official deadline. Diplophobia has recently announced that it is going over to the same policy.

A few magazines, Lonely Mountain being the prime example, will phone a player whose moves have not been received by deadline date. This will only be done, though, if the editor has prior authorization for the procedure and if the player agrees to look after the expenses involved.

Move Revision. Closely associated with the question of deadlines is that of move revision. A player has sent in a set of moves; he then hears from another player suggesting some action to their mutual advantage. May he change his moves? In almost all 'zines the answer is "yes". Nearly all magazines allow unlimited revision; if they get two or more sets of moves from the same player they use the more, or most, recent. The outstanding exception is Barad-Dur. It uses the first set of moves received so that the only way to change it is to phone or telegraph in the hope of anticipating the arrival of the written moves. Big Brother is also a partial exception; it allows revisions, all right, but if every player in the game submits a set of moves, the editor will often stencil them immediately without waiting for the deadline. No revision is possible once the moves are on stencil. Most other editors wait until after the deadline before preparing stencils.

Seasons. The rulebook states that each playing "year" is to consist of a Spring and a Fall move. The former consists of two parts, the move proper, and the retreats arising from it; the Fall move consists of three: the move proper, the retreats, and then the builds and removals. In the early days there was an attempt to adhere to this, i.e., to have two issues of the magazine per playing year. This was notably the case with the early "Ruritania". Published in Los Angeles it was perhaps influenced by the move-a-week games played at LASES; in such games it is quite feasible to only have two seasons of play, since the players are present and can make their retreats, builds and removals immediately. In postal play, however, the attempt to combine all parts of the Fall move into one issue early proved impossible to carry out and the so-called "Winter" move to allow for adjustments, as well as possible retreats, was early introduced. It has remained a standard feature since in all 'zines, although sometimes with a different name. Since this "Winter" move itself consists of two parts, the retreats, and the adjustments, it is almost universal practice to allow the adjustments to be made conditional on the retreats of other powers. Barad-Dur is the only exception that I know of.

The introduction of the Winter move still leaves one feature of the basic game, the spring retreats, unprovided for. Usually it is combined with the following Fall move, both being given the same deadline, but the Fall moves being conditional on the retreats.

Only one magazine, Wild 'n Woolly, has attempted five moves per playing year, allowing each of the possible movements an issue of the magazine. It did this by publishing on a 9-day schedule, an arrangement which permitted strict adherence to the rulebook sequence, the abolition of all conditional moves, and which allowed 18 days for negotiation prior to each main move. However, publishing every 9 days is a murderous schedule for an amateur editor, and even WinW has only been able to maintain it for comparatively short periods.

No other 'zine has followed WinW in full in the 5 issues per "year" feature. However, BROB, and Lonely Mountain make an attempt to give the same effect: on a complex retreat situation a player may, if he wishes, refuse to submit the following move until he sees the result of the retreats in print.

Retreats. Practices of the various magazines on retreats differ somewhat. This is one case where there is a difference of interpretation of the rules of the basic game, something which will be gone into more thoroughly in a future issue when the rules are discussed. Basically, though, the issue is this: if a unit is dislodged and has one or more retreats open, must it make a retreat, or may it be ordered to stand and die, i.e., to be removed?

When a unit has several spaces open to it for retreat the difference in theory of the two view points makes no difference in practice at all. In such a case the player is asked to declare to which available space he wishes the unit to retreat and a deadline is set for his reply. If he doesn't want the unit to retreat at all, all he has to do is to neglect to submit a retreat order; no move being received from him by the deadline his government is regarded as being in temporary civil collapse and the unit concerned is removed. This procedure is followed by all magazines.

It is when there is only one retreat open that the difference appears. Those who believe that a retreat must be made, make the retreat automatically and the player has no option of removal. Graustark is the notable example. The other extreme is Wild 'n Woolly, where every retreat must be ordered by the player concerned and the player can, consequently, exercise his option of removal by simply sending in no retreat order. Several 'zines try to retain the speed of play of the automatic retreat, while still allowing the player the right of removal in the rare cases where he may want to use it. In Armageddonia and sTab the retreat is ordered by the gamesmaster, but the player can countermand this and order removal instead. This must be done immediately so that other players can be informed and the previous 3-week deadline still be adhered to. Lonely Mountain has an essentially similar procedure but, with its two week deadline, countermanding always results in a delay in the following move. In Brobdingnag a player who wants a removal instead of a retreat is expected to foresee the situation and to advise the gamesmaster in advance, that is, on the move from which the retreat arises.

Replacement of Players. One of the most unsatisfactory features of the postal version of Diplomacy is the problem of players dropping out in mid-game. As games commonly last about a year and a half, it is not surprising that players sometimes lose interest, or find themselves with other more pressing obligations. Such a player resigns or, commonly enough, just drops out. What to do about such drop-outs has been a problem, almost since the beginning of organised postal play. It is also a situation where the gamesmaster, often enough, is in the awkward position of not knowing exactly what is going on. The rulebook lays it down, quite definitely, that if a player leaves the game in mid-course his pieces remain on the board, without supporting one another, until they are dislodged by the action of other players when they are removed. In over-the-board play if a player leaves the table, slams the door as he goes out, gets in his car and drives away, it is apparent to all that he has left the game and this rule can be automatically applied. But, in postal play, if a move is not received from a player, what does it mean? Has he abandoned play, is his move on its way, but late, is it perhaps lost in the mail? The gamesmaster does not

know and, if the game is to progress at all, it is essential that he make some decision immediately. It is not surprising, therefore, that the most diverse practices have developed in the various magazines. Some of them are detailed, below.

Graustark. Every game has one, usually two, designated stand by players. If a player misses a move, the stand by is directed to submit the following move for that country. If the initial player also sends in the following move it is accepted and play continues as before. If, however, the initial player fails to submit a move, then the stand-by's move is used and he takes over play of the country from that point on. At least until recently, Diplophobia used a similar system.

Wild 'n Woolly. If a player abandons play the gamesmaster decides if his country is playable or not. If he thinks it is he asks for volunteers to take it over. The replacement must be approved by all of the former players.

Erehwon. In the event of a move not being received from a player a friend of the editor, whose name is not revealed, is shown the previous position of the board, and asked to make a move for the absentee.

Brobdingnag. A player is assumed to continue in charge of his country until such time as he submits a resignation, i.e. there is no automatic replacement. A resigning player is expected, whenever possible, to name his own replacement. When this is not possible, the gamesmaster will ask a replacement to take over the position, delaying the game, if necessary, until such time as the replacement can negotiate with the other players. The main features of the slab system are similar, except that the games are not delayed while the replacement settles in.

Big Brother. There are no replacements. A player who misses three moves in a game, not necessarily consecutively, is removed from the game, and his remaining pieces just stand on the board until eliminated in the course of the game.

Those not named have, for the most part, a system similar to Wild 'n Woolly's, omitting the feature of requiring approval by the other players.

None of the systems is completely satisfactory. Every case of a player leaving a game disrupts the game to some extent; the gamesmaster can do no more than try to minimize that disruption. Every one of the systems mentioned above, and their variants, has resulted in some player, somewhere, thinking that he has been discriminated against. Players should understand the system in use in the magazines in which they play. If a player must leave he should resign formally and give the gamesmaster as much notice as possible that he intends to do so. Above all, he should enter only as many games as he intends to play out and he should play out the games he enters.

Assignment of Countries. This feature was covered in issue #72, after the list of magazines, and will not be repeated here.

Press Releases. Nearly all magazines accept propaganda to accompany moves. The editors of all magazines retain the right to edit or reject such material as they see fit. Some magazines, e.g. Graustark, Erehwon, sTab, publish virtually all the propaganda that they receive, cutting only material that they consider of insufficient interest. (The editors of all three understand propaganda and improve the material by their editing.) Others, Big Brother being a notable example, devote only limited space to press releases, and material may be drastically cut on account of space limitations.

It is traditional that all propaganda be anonymous. Though this provision can be circumvented in various ways, a player should realize that a dispatch datelined "Berlin" is not necessarily the work of the player for Germany, and similarly for other countries.

Short Cuts. In some 'zines the entire game is carried in the printed version. Most, however, use carbon copy letters, and the like, to speed the game when possible. For instance, by such means it is sometimes possible to avoid having a full playing period, merely for one retreat. There is an almost continuous spectrum, from Kalmar where the whole game is really conducted by letter with the 'zine merely serving as a permanent record after the event, to Big Brother where the whole game is carried in the published magazine alone. Any procedure is satisfactory, but the player should know what is done in each game he is in, as it sometimes has an effect on handling of deadlines.

The last sentence, I think, pretty well summarizes the whole matter of house-rules. In the very great majority of magazines the playing procedures are fair enough. But a player should be alert not to carry over habits learned in one 'zine, to another which uses a different procedure. For instance, in BROB a player can miss as many moves as he likes and remain in the game; if he tries the same thing in Big Brother he will be thrown out. So, those entering play in a particular journal for the first time, should get, and read, a copy of its house rules.

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Game 1966M

As mentioned on page 3, Jim Dygert has earned our congratulations for his recent win, as England, of Game 1966M, the old Widgely game. Started in Widgely it was later transferred to Costaguana and, on the folding of the latter 'zine, to Armageddonia. A very complete summary of the game, together with a supply centre chart, is given in Arma #24, so need not be repeated here.

Game 1965M

Begun almost a year earlier but ending at nearly the same moment was game 1965M. This game also had its publishing vicissitudes as it began in Costaguana, and was later transferred to ADAG. Won by Charles Wells,

playing France, it is the first victory for that country in a full size game. It is also the third straight win for Charles; he has been eliminated in other games but none of them have yet been finished so they do not show on the Rating Lists as yet. Congratulations, Charles!

As ADAG #22, which announced the win, did not give a supply centre chart, one is given below.

	01	02	03	04	05	06	07	08	09	10	11	12	13	14
England	3	2	OUT											
France	5	7	9	10	10	9	11	14	15	15	16	16	17	18 Wins!
Germany	5	5	5	5	4	4	3	1	1	OUT				
Italy	4	4	2	1	OUT									
Austria	5	5	7	7	8	8	10	11	14	15	14	14	14	12
Russia	6	8	8	8	7	8	6	4	3	4	4	4	3	2
Turkey	4	3	3	3	3	2	2	1	1	OUT				

Gamesmaster: Conrad von Metzke until 1907, then Hal Hais. Players: England: Phil Castora, resigned Spring '01, then Bernie Kling. France: Charles Wells. Germany: John McCallum. Italy: Bob Cline. Austria: Len Atkins. Russia: Charles Reinsel until 1905, then Bob Cline, who resigned Fall '08, then Conrad von Metzke. Turkey: Terry Muston, until 1907, then Conrad von Metzke, until he resigned in Fall 1908 so as to take over the Russian position. Phil Castora's resignation as England was before the first move was played but was late enough so that his replacement, Bernie Kling, had no opportunity to negotiate before the first move was made.

Brobdingnag Completed Game Rating List - #13

The two games mentioned above lead to a new edition of the Rating List. Games included are 1963A, B, 1964A, B, D, 1965A, B, D, E, F, G, H, I, L, M, O, S, T, 1966B, D, E, H, O, R, AP.

John Smythe (W)	+24	+ 6	Bruce Pelz (W)
Derek Nelson (W)	+20		Jock Root
Charles Wells (W)	+18	+ 5	Rick Brooks
John Koning	+14		Ken Davidson
Jerry Pournelle (W)	+12	+ 4	Len Atkins
Banks Nebane	+ 9		Don Berman
Donald Miller (W)	+ 8		Richard Bryant
Charles Turner (W)			James Dygert (W)
Frank Clark	+ 7		Bob Lake
John McCallum (W)			Kenneth Levinson
			James MacKenzie (W)
			Larry Peery
			Dian Pelz
			Chris Wagner
			Rod Walker
			Conrad von Metzke (W)

+ 2 Hal Maus
Mark Owings
Charles Reinsel
Gail Schow
Jim Sanders

+ 1 Bill Christian
James Latimer (W)
Earl Thompson

0 Ed Baker
Bill Bogert
Christina Brannan
John Davey
Ben Hendin
Alan Huff (W)
Dave Lebling
George Parks

- 1 Terry Huston
Anders Swenson
Bob Ward

- 2 Bob Adams
Branda Banks
Stephen Barr
John Boardman
Al Goggins
Gregory Molenaar

- 3 Ron Bounds

- 4 Clint Bigglestone
Art Canfil
Bob Cline
Dennis Frisch
Margaret Gemignani
James Goldman
Jack Harness
John Hazor
Dave McDaniel

- 5 Tom Bulmer
Stuart Keshner
Stephen Patt
Richard Uhr

- 6 Jack Chalker
Sidney Get
Thomas Gorman
Don Necklies
John Sandoval
Joel Sattel
Bill Schreffler

- 7 Jerald Jacks

- 8 Dan Brannan

- 9 Barry Gold

-10 Paul Marley
Bernie Kling
Richard Schultz

-12 Fred Lerner

-14 Phil Castora
Roland Tzuciler

The Country List

The corresponding country list
but omitting the three 5-man
games, 1963A, 19650, 1966AP.

England	+24	59.1%
Turkey	+23	58.7
France	+10	53.8
Austria	- 5	48.4
Russia	- 5	48.4
Italy	- 9	46.1
Germany	-38	35.6

Current Game Listing - Partial

+28 Charles Wells

+24 John McCallum

+22 John Koning

+19 Derek Nelson

+17 Jerry Fournelle
John Smythe

+15 Don Miller
Charles Turner

+14 James Dygert

+13 Larry Peery
Charles Reinsel
Rod Walker
Monte Zelazny

+12 Frank Clark

SEALED BAG

Sid Cochran, Jr., 1816 South College, Tyler, Texas, 46

Please let me add my little word to the storm of protest at your oversimplified statement of the formula for drawing at chess (EROB #71). You have omitted the provision that if either side can show the identical position on the board has been reached three times with the same side to move, he has the right to declare the game a draw. ...This is perhaps a special case of the 50 move rule though it has additional overtones. I suggest that the perpetual check rule is a special case of this and not of the 50 move rule.

Secondly, the 50-move rule has this exception: in the event that the theoretical number of moves necessary to produce a mate after the last capture or pawn move takes longer than 25 moves, the stronger party is allowed twice the theoretical number of moves. This exception is relevant when the forces on the board are reduced to King, vs King, Knight and Bishop, as the theoretical number of moves to force mate in this position is thirty-three.

Thirdly, special cases of 3 in your list include the occasions where neither side has sufficient force left on the board to produce a checkmate. King and Knight, King and two Knights, King and Bishop do not constitute mating forces against a lone King. The presence of pawns on the board for either side changes the situation in view of the possibility of queening a pawn, and it requires a look at the position to determine whether there is sufficient force to bring about a checkmate. This is the reason for the proviso in the 50 move rule that no pawn be moved during the 50 moves.

As to the use of the word "stalemate" to describe a blocked position in Diplomacy, I suggest that it has more appropriate ancestry in checkers, where it is used to describe the similar blocked position that can arise in that game, even when the greater part of the force is still in the field of play. I've seen a book description of a draw in checkers with the forces in hand being 11 to each side.

I'm not a EROB player but provided you don't get snowed in, two weeks ought to be good enough for Diplomatzing. It's just that some of the other fellows don't respond at times to one's correspondence, whether out of laziness (one hopes) or treachery and skulduggery, as one suspects. When the players don't correspond, telephone, or what have you, infinite time wouldn't help.

In response to Moning's remark, page 10 of EROB #71. Doesn't he realize that in the end the list is going to be widened so much that we'll have come to the conclusion that people make the best diplomats? Not to mention, the worst! ...The gift is given to a variety of folk in every walk of life, witness those who plump for the diplomatic talent of Miss L. Borgia, and consider her origins, upbringing, and alleged final state. Other, more concrete, examples of feminine diplomatic skill may be said to be Catherine de Medici, Queen of France, and Ekaterina Romanova, Empress of Russia. Let's not forget the distaff side of our

own Y anqui diplomatic operations, Graustarkian as they seem to some... e.g. Pearl Mesta. Apposite to the legend of L. Borgia, our British and Canadian friends may blush, but not deny, the diplomatic talent of the consort of their late ambassador to the Court of the Two Sicilies, Lady Hamilton...and so it goes, who shall say what effect DuchessKeroualle and Miss M. Gwynne had upon Anglo-French relations in the Restoration period?

Perhaps the truth is that diplomacy might well be considered as an abstraction from and enlargement of ordinary interpersonal relations to a wider scene - that of the seat of power. Capable persons in the field of interpersonal relations, being drawn by their excellence to that grander scene may then expect to have their skills used - and if skilled in interpersonal relations (to use the current jargon) then at diplomacy.

However, the professions already listed in this correspondence doubtless answer the question. Most of the actors on the diplomatic scene are drawn from amongst them. I am surprised to note the absence of any mention of the clergy as a source of diplomatic talent. Did not Cardinal Wolsey serve for a long time as Henry VIII's Foreign Minister, while Thomas Becket did the same for an earlier Henry, and Bishop Talleyrand served a Louis in like capacity?

((+The omission of the Chess draw from a triple repetition of the same position surprised me as much as it did you. I thought I had it in, and was startled to see that I hadn't when I re-read the issue. I think there may have been a psychological basis for forgetting it: in my opinion it would be a very bad feature to bring into Diplomacy. Note that in the end game of a Chess match a player trying to force a mate cannot afford to waste moves, merely to prevent a position from recurring. In Diplomacy we have quite a different situation. The circumstance that we are considering, a solid front from one side of the board to the other and neither side able to force a break through, will often leave one side or the other, and sometimes both, with additional forces which it cannot effectively deploy against the enemy. If we had anything like the three-fold repetition rule these forces could deliberately be used to dither about. For example, if the western forces had the advantage of numbers an army could be ordered to make a grand tour of the British Isles; after which a fleet standing idle in the North Atlantic could be moved to the Irish Sea and the tour repeated, and so on. Dozens of "years" might elapse before we even had one repetition, thus defeating the whole purpose of the Graustark rule and the BROB one, without anything really being achieved.

On the other hand, I was quite ignorant of the extension of the 50-move rule which allows it to be extended when there is a theoretical need for more than 25 moves to complete the mate with the forces available. This, I feel, actually strengthens the argument presented in #71. What the 50-move rule, with this extension, amounts to is that there will always be allowed at least twice as much time as is theoretically necessary. As the hypothetical example I used in #71 shows, and as the example from a real game, mentioned by Doug Beyerlein in the last issue also shows, Graustark's proposed three year rule, far from allowing

twice as much time as needed, doesn't even allow the bare time needed. And this is precisely my objection to that rule.

I agree with you that, usually, when a player wants more time for negotiation, it merely means that some other player has not replied as promptly as the player had hoped. Usually, but not always. Players located far from main air terminals are at a real disadvantage as far as time for negotiation is concerned. When I lived in Montreal three and a half years ago, and was in the Frederonia game and when I entered the Trantor one, I always had time for negotiation. There was a real decline in what was possible between deadlines when I moved here, far from any regular airports. On the time issue there was a difference in the replies of the AQ players and the AV players. All the AQ players appear satisfied with the present 14 day deadlines. The AV players, on the other hand, are not all satisfied. The difference did not surprise me: recently, there was an AQ deadline four days later than the AV one, yet all the AQ replies were here before the AV ones arrived. That has been a constant feature through the length of the games, and has intensified as both games have settled down to their present remaining players. So the AV deadline has been lengthened to 18 days for those Spring or Fall moves which are not immediately preceded by a retreat move or an adjustment move. I would be pleased to hear from all four remaining AV players when the game is over with their opinions on whether the change is an improvement or not.

Surely Yekaterina was only an honorary Romanov? In that book of Nicolson's on Diplomacy, which started this whole discussion, he mentions the case of the British Ambassador to her court, deliberately chosen for the post on account of his looks, being refused with the words, "If I were a younger woman, I might have accepted...." Personal diplomacy at its most personal, what? And you will have noticed that in the last issue Larry Peery repaired to omission of the clergy from the discussion. The one person on both your lists of clerical diplomats was Walleyrand. I thought he was an unfrocked priest.

There can be no doubt as to your main point, that diplomacy is a personal art. Though one well known player once told me that what attracted him to the game was that, in his normal life, he found negotiation difficult, and enjoyed a game where he had a chance to excel at it. -jamcc+))

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About the multiplayer draw - I'm thinking, I'm thinking!

((+(We are all looking forward to seeing the crystallization of that thought in a forth coming Lonely Mountain. jamcc+))

Diplomacy is a game invented by Allan Calhamer and manufactured and sold by Games Research Inc., 48 Wareham St., Boston, Mass., 02118. Probingnag is one of some score of publications devoted to the postal version of the game. Like most of them, it sells for 10¢ a copy. Editor and publisher: John McCallum, Edlston, Alberta, Canada.